SOUNDS SUITE

KIWA INTERNATIONAL LIMITED

Script Import Manager

User Manual 2.0

Digidesign
Development Partners

© 2004-2008 KIWA International Ltd.

Table of Contents

INTRODUCTION....1
SYSTEM REQUIREMENTS....1
INSTALLING SIM2....1
DEMO SCRIPTS....1
WHAT IS SIM2....2
An Overview....2
SIM WORKFLOW....3
SIM FEATURES....3
File Import Formats....3
Script Import Manager....4
Source Script View....5
Converted Script View....6
IMPORTING A TEXT SCRIPT FILE....7
IMPORTING A PRO TOOLS TEXT FILE....9
Text File Export settings in Pro Tools....9
Importing the Pro Tools Text File....10
SETTING UP THE CONVERT OPTIONS....11
Project Option....11
Character Option....11
Timecode Option....12
Dialogue Option....13
Comments Option....14
CONVERTING THE INPUT SCRIPT FILE....14
CORRECTING ERRORS....15
Text Type Source Script View....15
Source Script View -Table View....16
EXPORTING A FILE FOR VOICEQ....17
SET UP THE USER PREFERENCES....18
UPGRADE SIM....19
SUPPORT....20

© 2004-2008 KIWA International Ltd.

Introduction

This guide documents how to install and use the Script Import Manager 2 (SIM2) for VoiceQ DUB and VoiceQ ADR applications. For the purposes of this guide both applications are referred to as VoiceQ. User training and advice is available as part of your initial license to use VoiceQ. Should you require additional training at any time please contact KIWA International Ltd.

- Note: This guide assumes the user has a working knowledge of their operating system and an understanding of Text, Data, Video and Audio formats.

System Requirements

The SIM2 application is written in Java. This software can be used with any computer that can run a java application; Mac OSX, Windows and Linux.

Installing SIM2

This chapter explains how to install and configure SIM2 on a compatible computer.

- Please check our website and download the latest version of SIM.
- Mac OSX has Java as part of it's standard installation.
- Windows users should ensure that Java is installed on their computer. You can download/update your Java software from Java.com.
- When you first launch SIM2 it will ask you to specify a directory location to store your presets. You must select a valid directory to run SIM2. You can change the directory location in the Preferences menu. (Edit>Option for Windows users)

For Mac users:

1. Unzip the downloaded SIM2 archive file
2. Copy or Move the SIM2 folder to your Applications folder
3. Your software is now installed
4. Launch the application by double clicking the SIM2.app file
5. Specify a directory to store your own presets (Only when you first launch SIM2)

For PC users:

1. Unzip the downloaded SIM2 archive file
2. Your software is now ready to use
3. Launch the application by double clicking the SIM.jar file located in the **SIM 2/SIM2.app/Contents/Resources/Java/** folder
4. Specify a directory to store your own presets (Only when you first launch SIM2)

Demo Scripts

The SIM2 Application package includes a folder of demo scripts. These can be used for training and testing purposes.

Demo project packs for VoiceQ are also bundled in with the download packages available on our website.

What is SIM2

An Overview

Script Import Manager (SIM) is an easy way to get your ADR and Dubbing scripts into VoiceQ ready for recording. SIM2 is the first major upgrade version that streamlines the work flow, simplifies the user interface and automates previous manual processes. SIM extracts the data required for your VoiceQ project from an Excel, Word or Text file, corrects time-code and formatting errors, and outputs a tab delimited text file ready for opening in VoiceQ.

SIM is designed to enable importing of “Export Scripts” and other lists of dialogue into VoiceQ. Export scripts from around the world come in many different formats. SIM allows you to use these scripts as a source for your ADR or Dubbing project, saving on preparation time while keeping all your data organized.

SIM has an interactive editor that draws your attention to any formatting errors by highlighting them in red and allows you to navigate to the next/previous error with arrow buttons. This allows for quick manual correction of errors to avoid them getting into your session.

SIM has been designed to handle multiple languages and character sets.

This simple process involves:

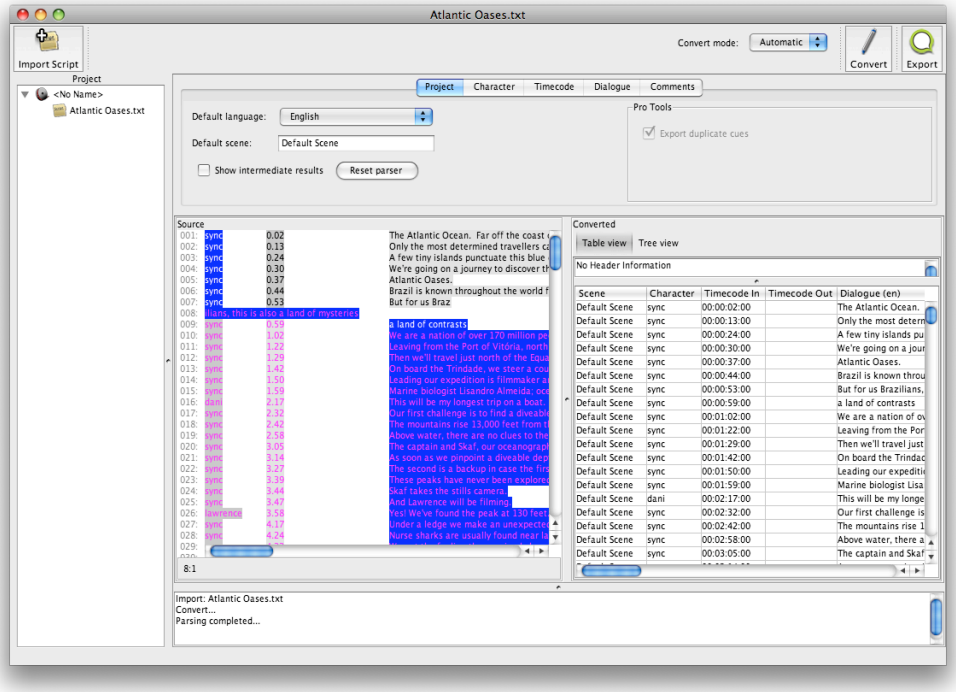
a. Importing a file

b. Selecting appropriate options

c. Converting the file into the VoiceQ file format

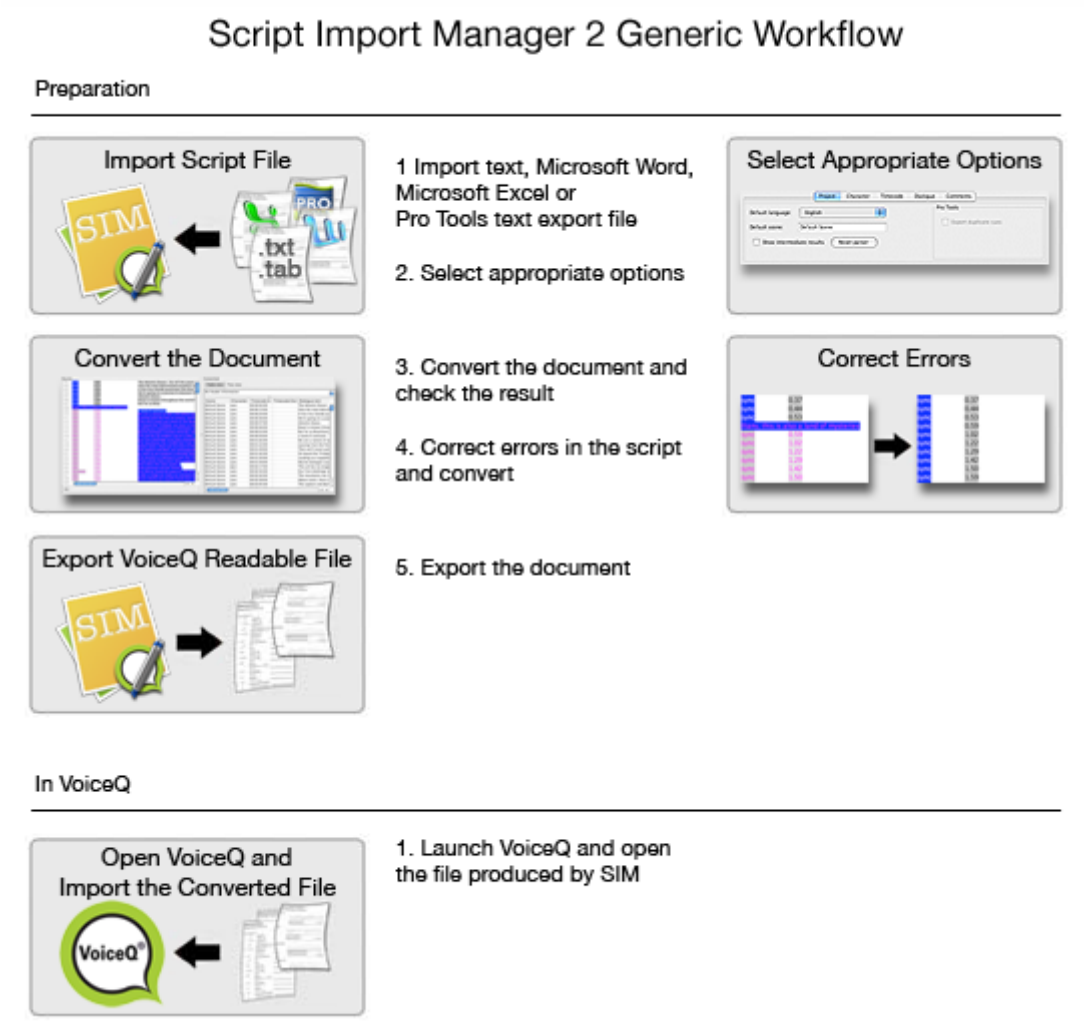
d. Correcting any errors that are displayed

e. Exporting the file ready for VoiceQ.



SIM - Main Window

SIM Workflow


Script Import Manager 2 Generic Workflow
Preparation
Import Script File
SIM
PRO
.txt
.tab
1 Import text, Microsoft Word, Microsoft Excel or Pro Tools text export file
2. Select appropriate options
Select Appropriate Options
Convert the Document
3. Convert the document and check the result
4. Correct errors in the script and convert
Correct Errors
Export VoiceQ Readable File
SIM
5. Export the document
In VoiceQ
Open VoiceQ and Import the Converted File
VoiceQ
1. Launch VoiceQ and open the file produced by SIM

SIM Features

File Import Formats

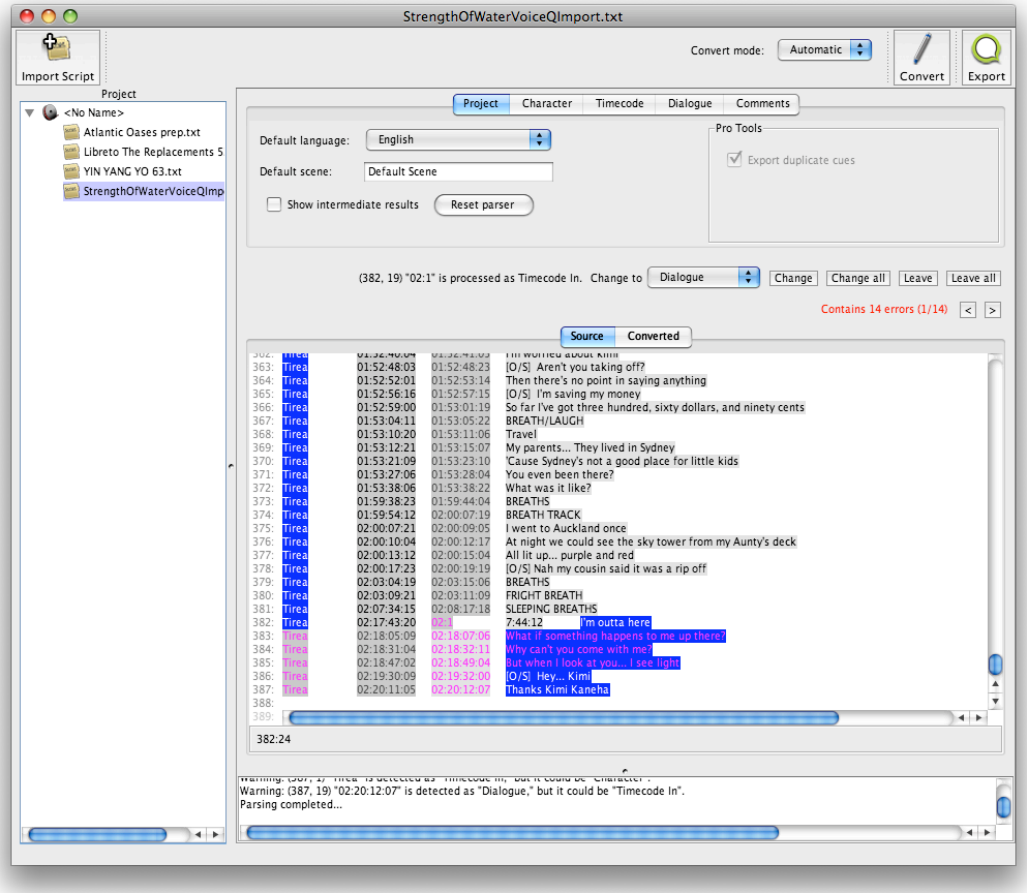
- Plain text file (any encoding)
- Microsoft Word file
- Microsoft Excel file
- Pro Tools Text Export file

Script Import Manager

The Script Import Manager uses advanced pattern recognition that parses script files looking for certain information and data attributes. SIM's Convert Mode will default to `Automatic' in most cases and will automatically detect the file type and format.

Once the script file is imported use the **Convert** command instructing SIM to scan the imported script file and apply color codes to the various data fields it has detected ie. character name, timecode, dialogue and comments.

These are then displayed in the **Source Script View Window**.


StrengthOfWaterVoiceQImport.txt
Import Script
Convert mode:
Automatic
Convert
Export
Project
<No Name>
Atlantic Oases prep.txt
Libreto The Replacements 5
YIN YANG YO 63.txt
StrengthOfWaterVoiceQImp
Project
Character
Timecode
Dialogue
Comments
Default language:
English
Default scene:
Default Scene
Show intermediate results
Reset parser
Pro Tools
Export duplicate cues
(382, 19) "02:1" is processed as Timecode In. Change to
Dialogue
Change
Change all
Leave
Leave all
Contains 14 errors (1/14)
Source
Converted
363: Tirea 01:52:48:03 01:52:48:23 [O/S] Aren't you taking off?
364: Tirea 01:52:52:01 01:52:53:14 Then there's no point in saying anything
365: Tirea 01:52:56:16 01:52:57:15 [O/S] I'm saving my money
366: Tirea 01:52:59:00 01:53:01:19 So far I've got three hundred, sixty dollars, and ninety cents
367: Tirea 01:53:04:11 01:53:05:22 BREATH/LAUGH
368: Tirea 01:53:10:20 01:53:11:06 Travel
369: Tirea 01:53:12:21 01:53:15:07 My parents... They lived in Sydney
370: Tirea 01:53:21:09 01:53:23:10 'Cause Sydney's not a good place for little kids
371: Tirea 01:53:27:06 01:53:28:04 You even been there?
372: Tirea 01:53:38:06 01:53:38:22 What was it like?
373: Tirea 01:59:38:23 01:59:44:04 BREATHS
374: Tirea 01:59:54:12 02:00:07:19 BREATH TRACK
375: Tirea 02:00:07:21 02:00:09:05 I went to Auckland once
376: Tirea 02:00:10:04 02:00:12:17 At night we could see the sky tower from my Aunty's deck
377: Tirea 02:00:13:12 02:00:15:04 All lit up... purple and red
378: Tirea 02:00:17:23 02:00:19:19 [O/S] Nah my cousin said it was a rip off
379: Tirea 02:03:04:19 02:03:15:06 BREATHS
380: Tirea 02:03:09:21 02:03:11:09 FRIGHT BREATH
381: Tirea 02:07:34:15 02:08:17:18 SLEEPING BREATHS
382: Tirea 02:17:43:20 02:1 7:44:12 I'm outta here
383: Tirea 02:18:05:09 02:18:07:06 What if something happens to me up there?
384: Tirea 02:18:31:04 02:18:32:11 Why can't you come with me?
385: Tirea 02:18:47:02 02:18:49:04 But when I look at you... I see light
386: Tirea 02:19:30:09 02:19:32:00 [O/S] Hey... Kimi
387: Tirea 02:20:11:05 02:20:12:07 Thanks Kimi Kaneha
388:
389:
382:24
Warning: (387, 19) "02:20:12:07" is detected as "Dialogue," but it could be "Timecode In".
Parsing completed...

SIM - Source Script View Window

SIM is able to open multiple input script files at once and have them available for processing as required in the Project list at the left. The **Source Script View** displays all the information in the open files and enables the user to navigate between each file. When opening a file, SIM automatically selects the most appropriate conversion mode for the imported script file.

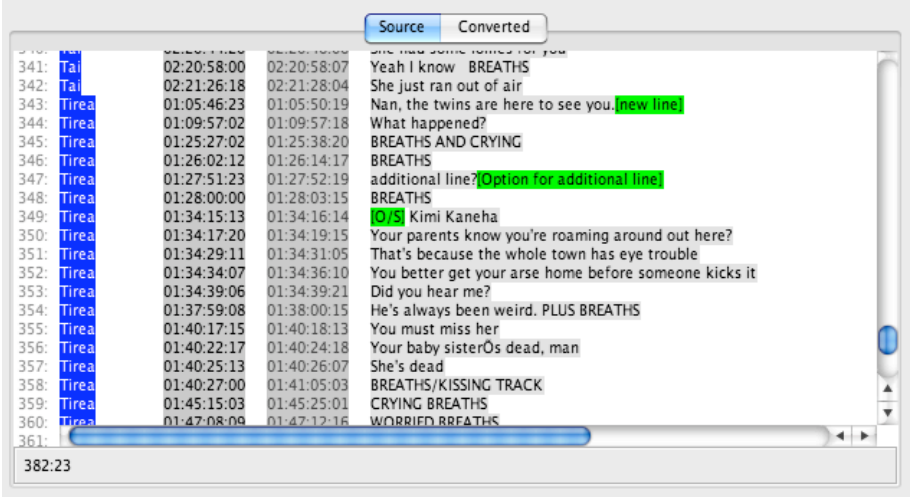
You are able to set certain export options in the Project, Character, Timecode, Dialogue and Comments Tabs for each open file. Each file has a **Source Script View** and a **Converted Script View**. Once you have selected your export options, use the **Convert** command to instruct SIM to scan the imported script file and convert it into a VoiceQ readable file.

The **Source Script View** displays the imported data. SIM selects the type of Source Script View based on the type of the input script file. In the case of Excel script files there are two types of Source Script Views: Text View and Table View.

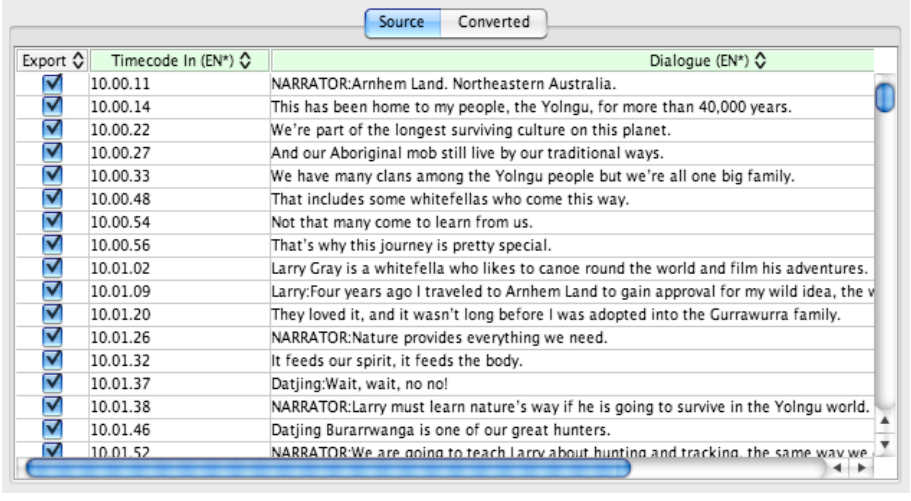
The **Converted Script View** displays the converted script. There are two types of Converted Script Views: Table View and Tree View. The bottom or **Output** window displays the transactional system messages during the import and conversion processes.

Source Script View

The Source Script View - Text View is only used when working with plain text and Microsoft Word Document files. Conversely, the Source Script View - Table View is only used when working with database files like Microsoft Excel Documents.


Source
Converted
341: Tai 02:20:58:00 02:20:58:07 Yeah I know BREATHS
342: Tai 02:21:26:18 02:21:28:04 She just ran out of air
343: Tirea 01:05:46:23 01:05:50:19 Nan, the twins are here to see you.[new line]
344: Tirea 01:09:57:02 01:09:57:18 What happened?
345: Tirea 01:25:27:02 01:25:38:20 BREATHS AND CRYING
346: Tirea 01:26:02:12 01:26:14:17 BREATHS
347: Tirea 01:27:51:23 01:27:52:19 additional line?[Option for additional line]
348: Tirea 01:28:00:00 01:28:03:15 BREATHS
349: Tirea 01:34:15:13 01:34:16:14 [O/S] Kimi Kaneha
350: Tirea 01:34:17:20 01:34:19:15 Your parents know you're roaming around out here?
351: Tirea 01:34:29:11 01:34:31:05 That's because the whole town has eye trouble
352: Tirea 01:34:34:07 01:34:36:10 You better get your arse home before someone kicks it
353: Tirea 01:34:39:06 01:34:39:21 Did you hear me?
354: Tirea 01:37:59:08 01:38:00:15 He's always been weird. PLUS BREATHS
355: Tirea 01:40:17:15 01:40:18:13 You must miss her
356: Tirea 01:40:22:17 01:40:24:18 Your baby sisterÕs dead, man
357: Tirea 01:40:25:13 01:40:26:07 She's dead
358: Tirea 01:40:27:00 01:41:05:03 BREATHS/KISSING TRACK
359: Tirea 01:45:15:03 01:45:25:01 CRYING BREATHS
360: Tirea 01:47:08:09 01:47:12:16 WORRIED BREATHS
361:
382:23

Source Script View - Text View

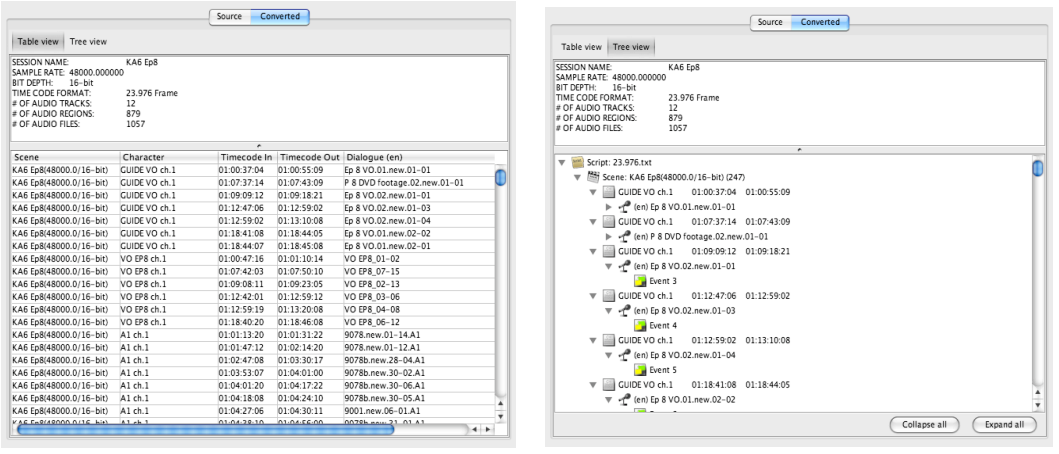

Source
Converted
Export
Timecode In (EN*)
Dialogue (EN*)
10.00.11 NARRATOR:Arnhem Land. Northeastern Australia.
10.00.14 This has been home to my people, the Yolngu, for more than 40,000 years.
10.00.22 We're part of the longest surviving culture on this planet.
10.00.27 And our Aboriginal mob still live by our traditional ways.
10.00.33 We have many clans among the Yolngu people but we're all one big family.
10.00.48 That includes some whitefellas who come this way.
10.00.54 Not that many come to learn from us.
10.00.56 That's why this journey is pretty special.
10.01.02 Larry Gray is a whitefella who likes to canoe round the world and film his adventures.
10.01.09 Larry:Four years ago I traveled to Arnhem Land to gain approval for my wild idea, the
10.01.20 They loved it, and it wasn't long before I was adopted into the Gurrawurra family.
10.01.26 NARRATOR:Nature provides everything we need.
10.01.32 It feeds our spirit, it feeds the body.
10.01.37 Datjing:Wait, wait, no no!
10.01.38 NARRATOR:Larry must learn nature's way if he is going to survive in the Yolngu world.
10.01.46 Datjing Burarrwanga is one of our great hunters.
10.01.52 NARRATOR:We are going to teach Larry about hunting and tracking, the same way we

Source Script View - Table View

Converted Script View

The **Converted Script View** shows the script after the conversion process is complete. The **Converted Script View - Table View** arranges the script information in rows and columns.

The **Converted Script View - Tree View** displays the script information in a tree structure. Both views display the same data and allows the user to switch between both views at any time. This allows the data and formats to be checked before it is exported.

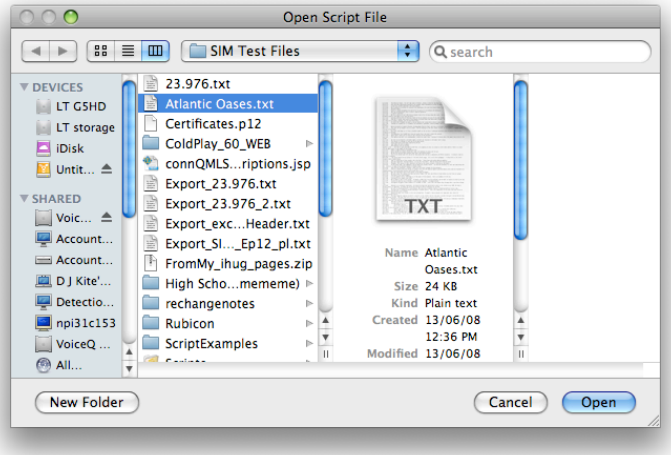


Converted Script View - Table and Tree Views

Importing a Text Script File

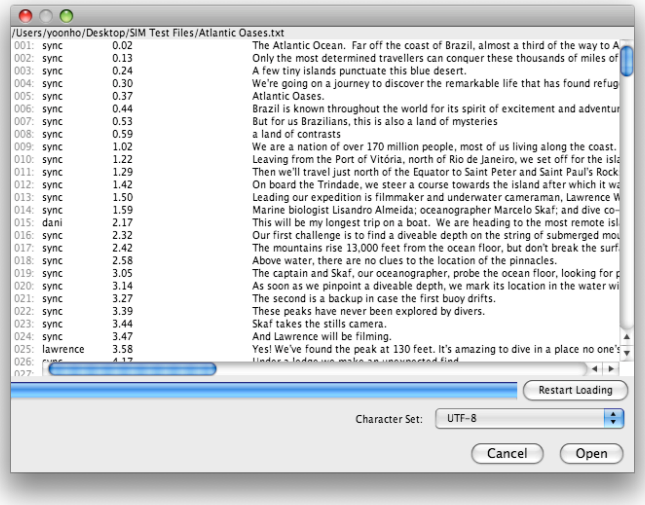
Select the **Import Script** button on the left of the main tool bar.

Locate the script file to be imported and click **Open.**



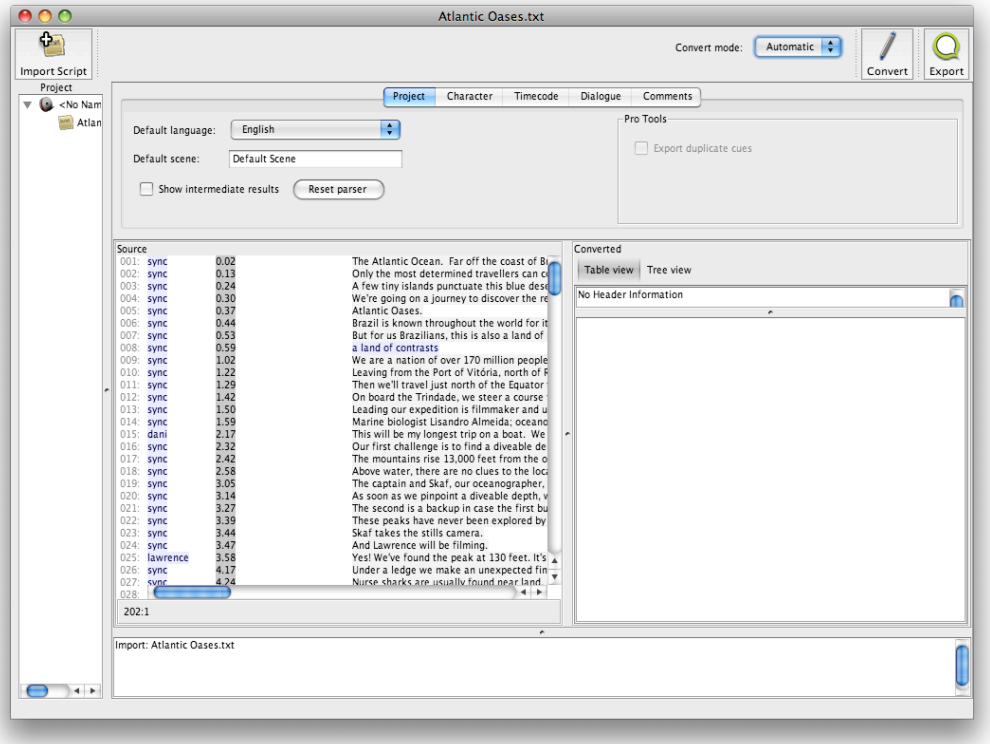
When importing a plain text file, the **Text Encoding Model Select Window** will be displayed. The user is able to preview the text file and either confirm or set an appropriate text codec from the Character Set drop down list. Ensuring your text encoding matches the files encoding will preserve all the international character sets correctly.

This option is only applicable for Plain Text Files.



Text Encoding Mode Select Window

SIM will import the file and display the data in the **Source Script View** window.



Source Script View - Displays data before converting

Next: Select your **Convert Options** and **Convert** the file.

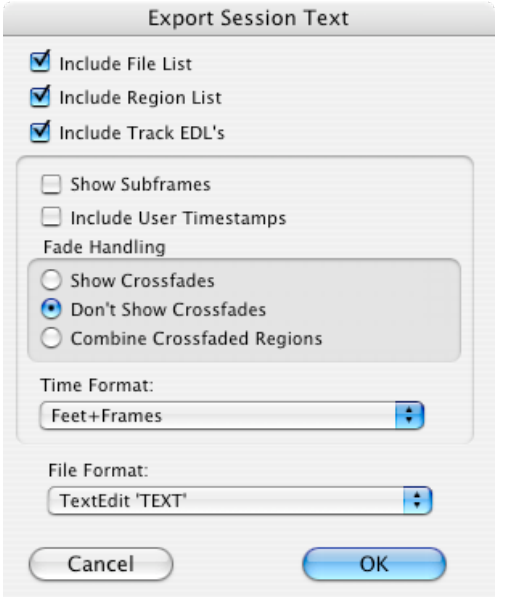
Importing a Pro Tools Text File

Pro Tools allows users to export session data as a text file. Many users spot their dialogue or foley in Pro Tools using blank audio regions as a guide for the recordists to work to. SIM can process this text file and reformat it correctly for VoiceQ.

Using this method the track name in Pro Tools will become the Character name in VoiceQ and the name of the region in Pro Tools will be converted into the dialogue in VoiceQ.

Text File Export settings in Pro Tools

When Exporting the text file from Pro Tools ensure easy importing by selecting `Include File List, Include Region List and Include Track EDL's. Also select the "Don't Show Crossfades" option as this information is not required. The example below shows Feet and Frames as the selected Time Format, normal timecode may also be used.



Importing the Pro Tools Text File

A Pro Tools text file can be loaded into SIM in the same way to that of the plain text file. SIM will automatically detect that it is a Pro Tools text file and will set the convert mode as Pro Tools text file.

Next: Select your **Conversion Options** and **Convert** the file.

By default, the duplicate cues from stereo tracks are greyed out and not included in the export. If you want to include the duplicate cues in your export file, check the **Export Duplicate Cues** check box in the Project tab of the Convert Option View.

Setting Up the Convert Options

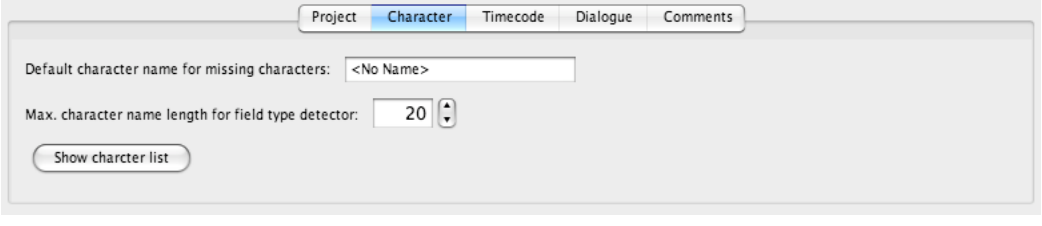
There are five tabs in the **Convert Option View**: Project, Character, Timecode, Dialogue and Comments.

Project Option

The Project Option allows the user to set:

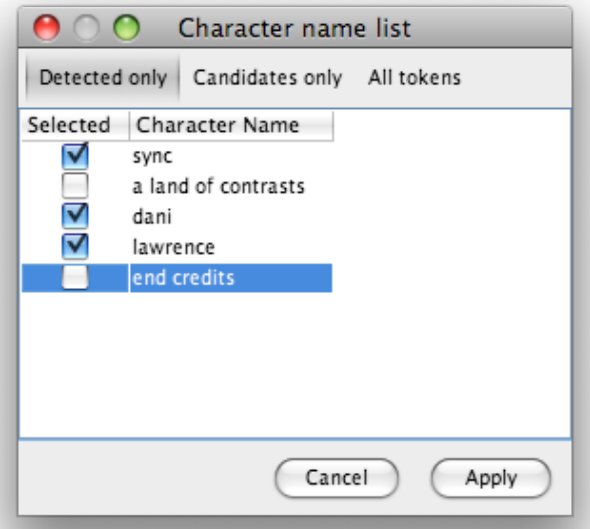
- Default Language: Set the default language of the input script. This enables VoiceQ to set the correct language when the script is imported.
- Default Scene: Name the Default Scene if there is no scene descriptor in the script file.
- Show intermediate results: When checked, SIM shows the intermediate results during the conversion process.
- Reset parser: Resets all the parsing values and results to the default settings allowing the user to re-input values. This is only applicable when the 'Automatic' convert mode is used.
- Pro Tools - Export duplicate cues: When checked, SIM will export all duplicate cues for stereo channels. This feature is only available when working with Pro Tools text files.

Character Option



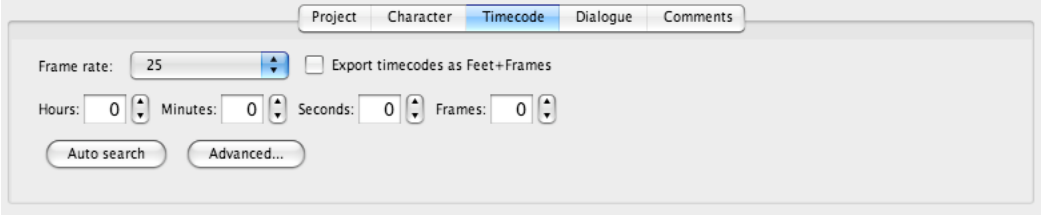
The Character Option allows the user to set:

- Default character name for missing characters: Enter a default name for lines without an associated character name.
- Max. character name length for field type detector: The parser will detect a string of data as a character name if the length of the string is less than this value. This is only applicable when the 'Automatic' mode is used.
- Show character list: Displays a list of all the character names saved by the parser. User is able to exclude any unwanted character names from the list and resulting export file for VoiceQ.



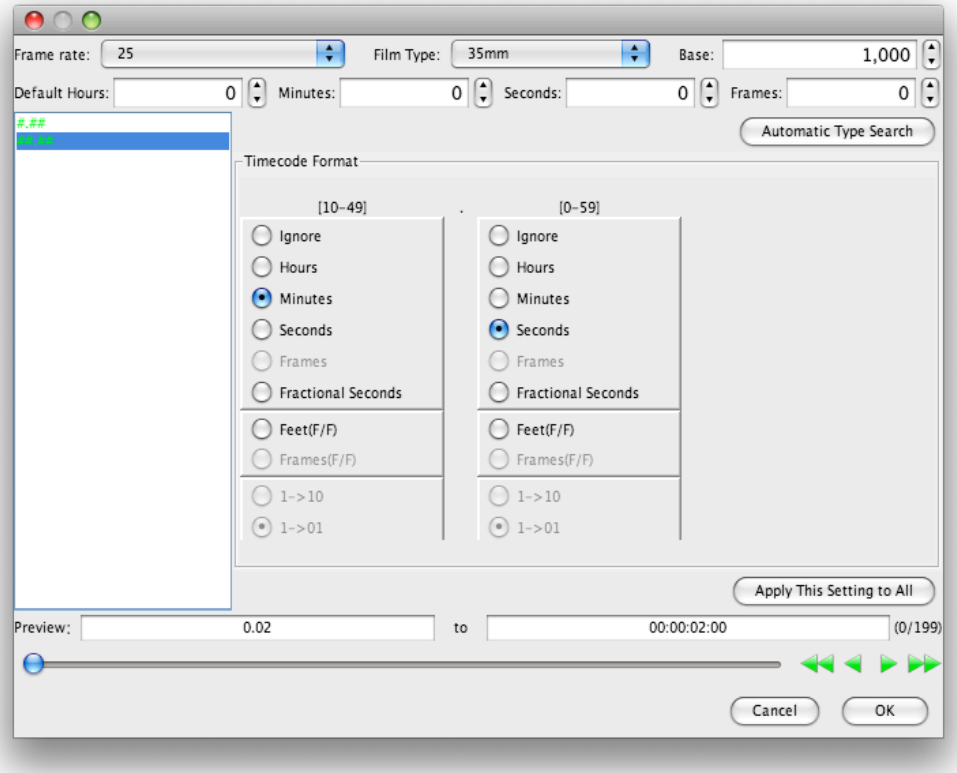
Character Name List Window

Timecode Option



The Timecode Option allows the user to set:

- Frame rate: Set the frame rate of the script file if SIM has incorrectly detected it.
- Export timecode as Feet+Frames: When checked, SIM will convert the timecode to Feet+Frames and export in this format.
- Hours, Minutes, Seconds, Frames: Sets the default value of each timecode field. SIM will use these default values when the original script does not contain timecode that corresponds with each field. eg. If the script is in absolute time 55:35 (MM:SS), there are no corresponding fields for Hours or Frames. If you enter 01 in the Hours Field (HH) SIM will convert the Timecode as 01:55:35:00 (HH:MM:SS:FF). This is particularly useful if your QT Movie starts at 1 hour and you want the converted timecode for all lines to start at 1 hour.
- Auto search: SIM will find and recommend the best matching timecode format.
- Advanced: Shows the **Timecode Format Window** for more timecode options.

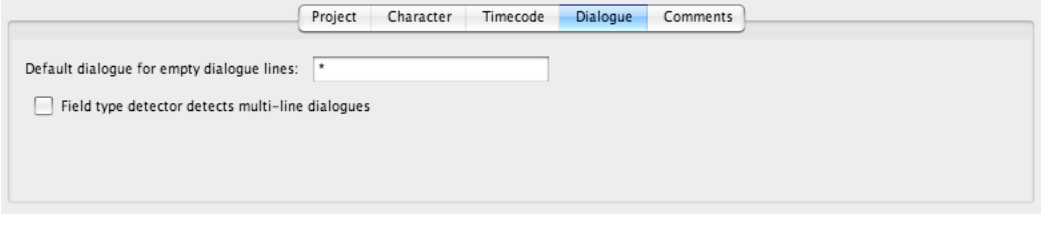


Timecode Format Window

The Timecode Format Window provides additional timecode options:

- Detected timecode formats are listed in the left side column. Formats that have been mapped correctly will show in green and do not require any manual intervention.
- If the timecode format is displayed in red it has not been mapped correctly. Select the incorrect timecode highlighted in red and apply the Timecode Format options manually. Match the Hours, Minutes and Seconds to the time format contained in the source file.
- You can preview the source timecode and the corresponding translated timecode by dragging the scroll bar at the bottom of the window.

Dialogue Option



The Dialogue Option allows the user to set:

- Default dialogue for empty dialogue lines: SIM will insert the specified text where there is no dialogue associated with lines.
- Field type detector detects multi-line dialogue: Checking this box informs SIM that the script contains multi-line dialogue. SIM will then ensure all multi-line dialogue in the script is converted correctly.

Comments Option

The Comments Option allows users to move data contained within parentheses to the comments field of a scene or line:

- Move text in ( ) to comments field: When checked SIM will extract all the data inside ( ) contained within the character name and dialogue fields and move to the comments field of that line.
- Move text in { } to comments field: When checked SIM will extract all the data inside { } contained within the character name and dialogue fields and move to the comments field of that line.
- Move text in [ ] to comments field: When checked SIM will extract all the data inside [ ] contained within the character name and dialogue fields and move to the comments field of that line.

Converting the Input Script File

Select the **Convert** button on the main tool bar.

SIM will interpret the input script using the Automatic Mode. If errors occur, correct them in the **Source Script View**. After correcting all the errors and/or if the converted result satisfies you, then your script file is ready to export for VoiceQ.

Next: **Correct errors** or **Export** the file.

Correcting Errors

Text Type Source Script View

When converting a text script file, any errors are highlighted and added to the error list. To view the next error use the error jump arrows at the bottom right of the toolbar.

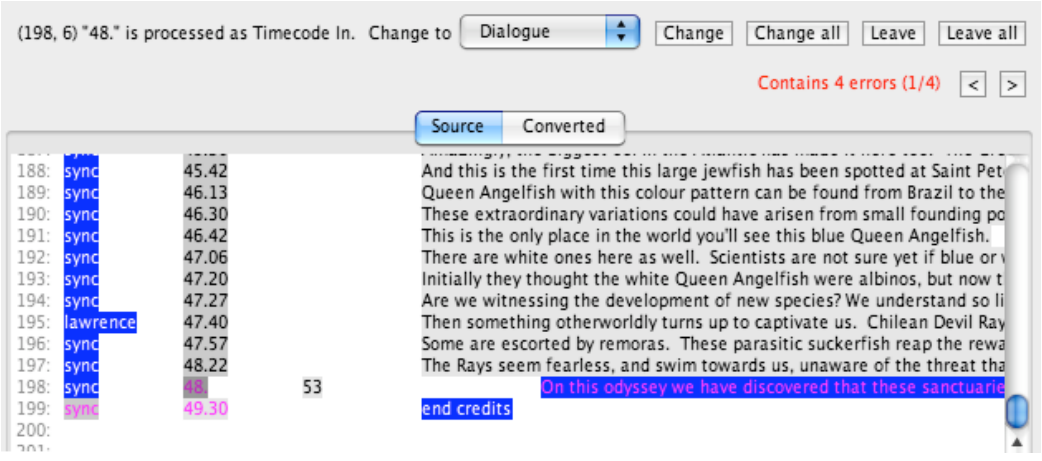
Sometimes a missing data field (eg a character name) in the source file will create a lot of errors after it, because it disrupts the formatting. Fixing the first error and reprocessing may fix all of the following errors.

To correct an error either:

a. Edit and correct the data error highlighted in the Source View, and/or

b. Specify the type of field using the Error Navigator in the tool bar

To apply the changes use the Convert command again.


(198, 6) "48." is processed as Timecode In. Change to
Dialogue
Change
Change all
Leave
Leave all
Contains 4 errors (1/4)
Source
Converted
188: sync 45.42 And this is the first time this large jewfish has been spotted at Saint Pet
189: sync 46.13 Queen Angelfish with this colour pattern can be found from Brazil to the
190: sync 46.30 These extraordinary variations could have arisen from small founding po
191: sync 46.42 This is the only place in the world you'll see this blue Queen Angelfish.
192: sync 47.06 There are white ones here as well. Scientists are not sure yet if blue or
193: sync 47.20 Initially they thought the white Queen Angelfish were albinos, but now t
194: sync 47.27 Are we witnessing the development of new species? We understand so li
195: lawrence 47.40 Then something otherworldly turns up to captivate us. Chilean Devil Ray
196: sync 47.57 Some are escorted by remoras. These parasitic suckerfish reap the rewa
197: sync 48.22 The Rays seem fearless, and swim towards us, unaware of the threat tha
198: sync 48 53 On this odyssey we have discovered that these sanctuarie
199: sync 49.30 end credits
200:

Source Script View - Highlighting formatting errors and the Error Navigator

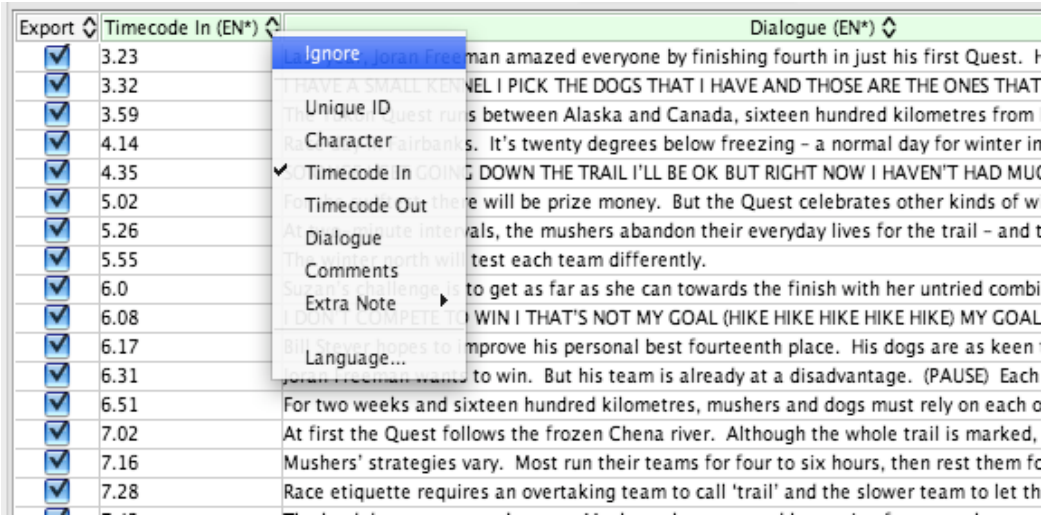
SIM uses the following color codes to highlight the data that has been detected when using the Automatic Convert Mode:

- Character Names = blue background, white text
- Timecode in = grey background, black text
- Timecode out = medium grey, dark grey text
- Dialogue = light grey, black text
- Comments = light green
- Critical errors = red
- Field errors = Magenta text

Note: The background color for field errors may vary. The background color indicates the recommended format of the field.

Source Script View -Table View

When importing Microsoft Excel files, SIM detects and recommends the most appropriate column types. The user can edit the column type manually by clicking the column header and selecting from the pop up menu. The user is able to specify the column type and language for the column.


Export
Timecode In (EN*)
Dialogue (EN*)
Ignore
Unique ID
Character
Timecode In
Timecode Out
Dialogue
Comments
Extra Note
Language...
3.23
3.32
3.59
4.14
4.35
5.02
5.26
5.55
6.0
6.08
6.17
6.31
6.51
7.02
7.16
7.28
man amazed everyone by finishing fourth in just his first Quest.
NEL I PICK THE DOGS THAT I HAVE AND THOSE ARE THE ONES THAT
s between Alaska and Canada, sixteen hundred kilometres from
s. It's twenty degrees below freezing – a normal day for winter in
DOWN THE TRAIL I'LL BE OK BUT RIGHT NOW I HAVEN'T HAD MU
e will be prize money. But the Quest celebrates other kinds of w
als, the mushers abandon their everyday lives for the trail – and t
test each team differently.
to get as far as she can towards the finish with her untried combi
WIN I THAT'S NOT MY GOAL (HIKE HIKE HIKE HIKE HIKE) MY GOAL
mprove his personal best fourteenth place. His dogs are as keen
to win. But his team is already at a disadvantage. (PAUSE) Each
For two weeks and sixteen hundred kilometres, mushers and dogs must rely on each o
At first the Quest follows the frozen Chena river. Although the whole trail is marked,
Mushers' strategies vary. Most run their teams for four to six hours, then rest them fo
Race etiquette requires an overtaking team to call 'trail' and the slower team to let th

Column Type Select Popup Menu

Users can also include or exclude rows by using the check boxes in the ‘Export” column. All the text in the fields can be edited by double clicking in the field.

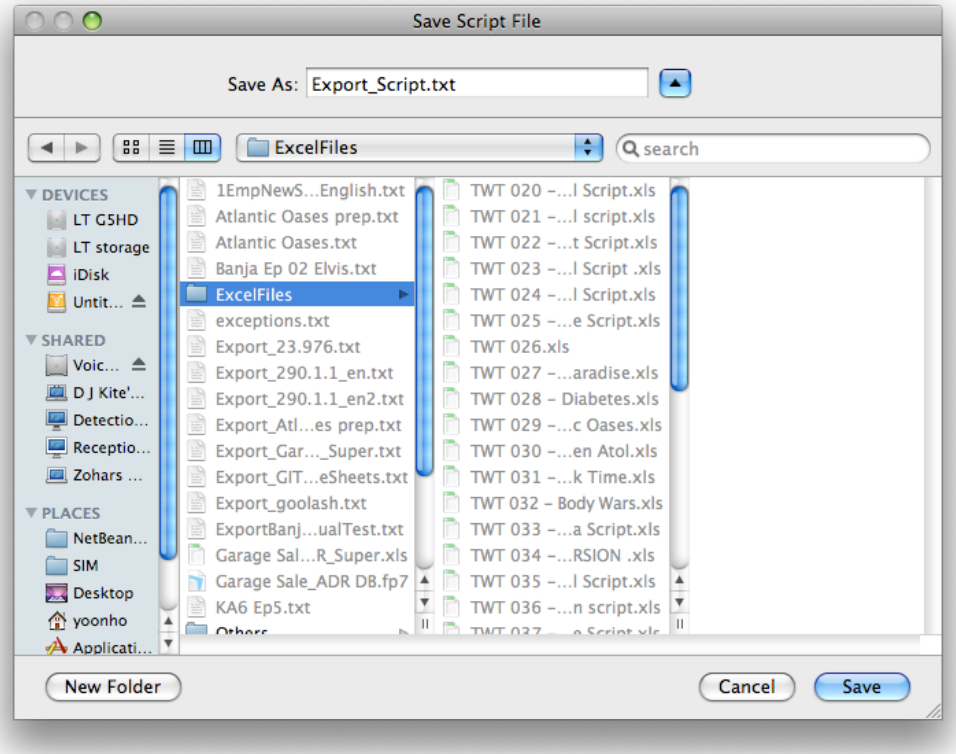
Using Excel files allows the import of multiple languages at once. Each language should be contained in a separate column in the spread sheet with each line of dialogue running across the rows. Set the appropriate language for each column using the **Language...** selection from the the drop down menu.

Next: Check the converted results and **Export** the file.

Exporting a file for VoiceQ

When the file has been processed and all the errors are fixed, its time to export a tab delimited UTF-8 encoded file for VoiceQ. To export a file for VoiceQ select the **Export** command from the main tool bar.

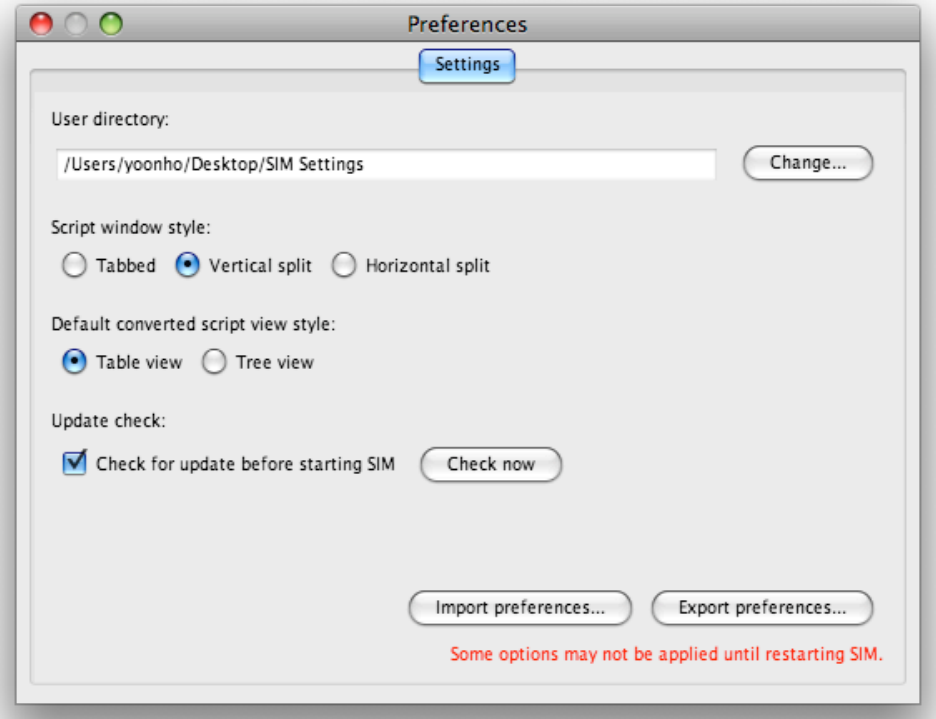
This will open the Save Script window. Select the location and **Save** your VoiceQ Text Export file.



The file is now saved and ready for importing to VoiceQ.

Set Up the User Preferences

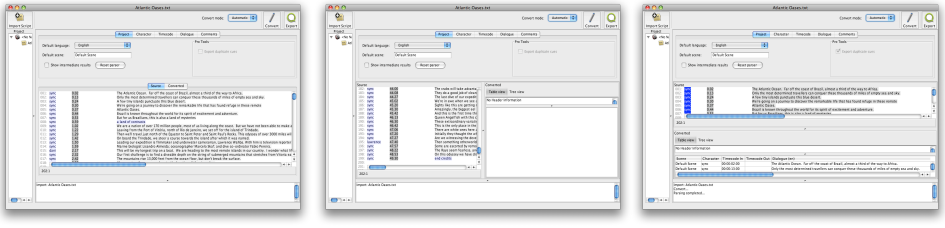
To export a file for VoiceQ select the **Export** command from the main tool bar.



Preferences Window

Users can set up their own preferences for SIM. **The Preferences Window** can be opened by selecting **SIM2->Preferences** for MAC OSX or by selecting **Edit->Options** for Windows.

- **User directory:** All user settings are stored in the user directory. You can change the directory by selecting the **Change...** button.
- **Script Window Style:** Users can select the style of the script view in SIM.

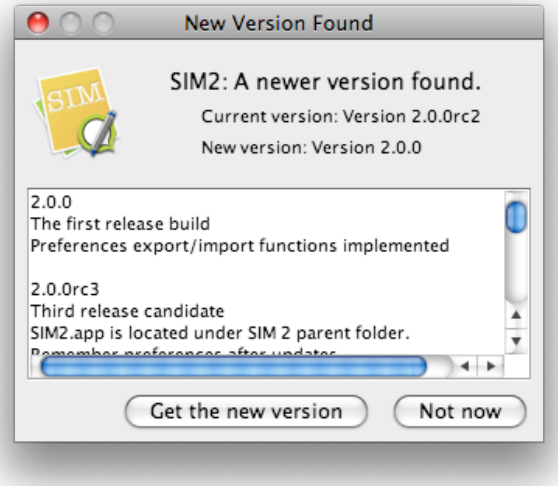


Script Window Styles: Tabbed, Vertical Split and Horizontal Split

- **Default converted script view style:** Select the default style of the Converted Script Views. After converting a script, the selected style of the Converted Script View will be displayed first.
- **Update check:** If the check box “Check for update before starting SIM” is selected, then SIM will check if there is a newer version available. You can check for an update immediately by selecting **Check now** button.
- **Import/Export preferences:** Users can import/export the current user preferences as an XML file.

Upgrade SIM

By default, SIM will automatically check for updates every time SIM is opened. Users can check for updates immediately by using the **Preferences** window or **Help->Check for updates** in the menu. If there is a newer version of SIM, then the following window will appear.



SIM will automatically start downloading the newer version when the **Get the new version** button is selected. The latest version of SIM will arrive as a .zip file. You can upgrade SIM by just unzipping the downloaded file and replacing the previous version.

Support

For all enquiries and technical support contact:

North America Head Office:

KIWA International Ltd.
Telephone: 1 800 371 2792

Email General Enquiries: info@voiceq.com
Email Technical Support: support@voiceq.com
Website: voiceq.com

New Zealand and Australasia Head Office:

KIWA International Ltd.
PO Box 41136
St Lukes
Auckland
New Zealand
Telephone: +64 9 375 2865
Fax: +64 9 375 2867

Email General Enquiries: info@voiceq.com
Email Technical Support: support@voiceq.com
Website: voiceq.com

Project Director: David Kite
Product Engineers: Luke Tomes & Greg Junovich
Head Software Developer: Yoon Ho Lim